

## Police Basics for Outsiders

Police are a Reputation Engine. They are built to share your reputation at near light speed, which is why they are super interested in seeing something that proves to them who you are. It's their primary power. It makes them jumpy about being looked at and Identified, because that power is familiar to them and they know what it can do.

Police are a Forgetting Machine. The only important thing to a Police Department is its relationship with the local Prosecutors and Judges. As long as it has passed off the material it collected then, it can forget that material itself. It tries to do this as casually as possible so that it does not look like criminal interference with public records, but it is.

Police contacts are for Collecting Reputations. Tell them nothing, they got nothing. Never explain, never ask. If they ask you a question the response is always "Am I free to go? You make me fearful for my safety." Always end with an accusation based on how they are ACTUALLY making you feel. A) It's always true and B) That way you'll see how they do that exact same verbal thing on you, that accusation that demands a response. Break the cycle or reverse it.

Cops work for a Salary, or a Wage. The waged Patrol cops are in one Guild apart from the Corrections cops who are in another Guild, and the Supervisor Cops who are in another Guild (yeah even some of them get a Union) and the Command Cops, who are themselves not in a Union but across the table, now, alongside a shifting cast of elected Shitty Council Chumps. The permanent bureaucracy below the top brass of a City PD can last 25, 30 years in continuous power.

Cops work about 40 hours a week, plus overtime. The way to tell who's hurt, who's Gung Ho, who's working a lotta UC hours, is the pay amounts at the end of a cycle. Any one calculation that can be based to that amount and point at it, is good. Thus a partial paycheck stub with no Total amount legible, still betrays a FICA amount that can be back calculated. This pay metadata is a basic staple of police oriented intelligence from your outsider Point of View.

When cops work a Day, they work 1/4 of their work week's hours in that Day. Then they take THREE DAYS off. Overtime and traded off time are exceptions, vacation days and sick leave are often bubbles of shifting schedule around these actual hours. Time and Activity Reports or Actual Hours are always preferred over Shift Schedules and Seniority Lists for such calculations. Taking away these bubbles, the flexibility, the preferred posting, are all ways to punish a cop. Thus they are subject to EXTENSIVE communications and accounting processes.

The Structure of A Police Department is generally: The Guild Boss(es), The Guild Board(s), The Guild Membership(s), The Nominal Commander / Chief, The Seniority Commander / Chief (if different), The Sergeants, The Sergeants Supervisors the Lieutenants (or Captains, sometimes Lt and then Captain, often Lt and then Cmdr directly). The Civilians appoint the Nominal Chief, if anyone, and that Chief then decides who hires the others and trains them and maintains their culture and informal power distributions. That's assuming all the other players can be made to allow the power to be used.

Outside the Department there is a Prosecutor, and above that Prosecutor a set of elected and appointed Judges, who preside at cases brought to them by the Police. Prosecutors, and to a lesser extent Judges, have an opportunity to tag police liars in what is called a Brady List, after a decision that requires the State to hand over evidence of any police lying that they know of already. They have to balance this against their relationships to that Guild and its members, in the office and at the Campaign Picnic.

The entire system is set up to privilege private property relationships that require a tremendous amount of violent coercion and the credible threat, display, and application of force. To accomplish this police use Concentration, At Emergent times, from a generalized Patrol, to function as a coordinated military unit on the ground against static, or mobile targets. To know which persons are targets, Police agencies sometimes use intelligence functions and share those with other agencies as well.

Police lurk, but if you do that it's stalking. When you catch one being Racist Online, or being Creepy In Person, that institution always has the card of "UC officer played a part" to pull out of its stinky holes.

Police will kick your ass for backtalk but they also get to lie into your ears, any thing that pops into their heads. They hate the truth as a mirror and if you use it, they can get pretty nasty very quickly.

Police violence is constant, it's in the uniform and the equipment and the behavior, as a set and it's applied on a scale from 0, mere knowledge that the institution exists to 10, a cop has murdered you to death. You are literally not allowed in our culture to not hear, and think you know, how the Cops "work." Nearly every show you ever watched or heard or read, was written from the perspective of Police existing, even if the historical setting was well before the development of modern police in the middle 1830's through the 1880's.

Police violence is the entire point of having a police department. It's never an accident that it happened, any more than planning to solve a headache with a hammer is an accident. It's the failure to plan cooperatively, to USE OUR WORDS with each other, that leads to this institution and no amount of reform is ever going to replace that need to USE OUR WORDS with one another and solve social problems in a PROsocial manner rather than by resort to body armor, chemical weapons, kidnapping, and murder.